

Wanderer Games Presents:



# LORDS OF THE EARTH

## CAMPAIGN TEN

Turn #43

*Industrial Stage Zero: The Medieval Era*  
1315 Anno Domini

Next Turn's Orders Due:

Friday, 29 April 1994

### ANNOUNCEMENTS

**5th Edition Rulebook Watch:** I am now proceeding as if the Rulebook is out already. I've waited long enough!

**1. Merchant Shipping Limits Per Port:** Each Level of a Port City can only support 20 MSP. This rule has been implemented now.

**2. Coastal and Fishing Fleets:** As of now, All Coastal and Fishing Fleets have been assembled in groups of 10 (20 MSP). You can have only one Fishing Fleet per Sea Zone. You can have as many Coastal Trade Fleets as one-half the total GPV of all your port cities. Each Coastal Trade Fleet adds 1 to City, 1 to Inter-City and increases ITV by one-third.

**3. Leader Charisma:** This is the third number of a leader's Stat Sheet. It is useful for Leader Intel, Religious and Secret Empires and other activities. This number will suddenly appear on your Leader's Stats next turn.

**4. Road Income:** This is a bonus amount added to your Inter-City because you've got roads. The more road cities, you've got the more money you make, exponentially. This has been implemented now.

**5. Warship Cargo Capacity:** The CARGO capacity of warships is actually 1/2 per unit. Therefore a collection of 40w will constitute an effective coastal or fishing fleet. This will be enforced next turn, be alert.

**6. Geographic Zone:** Within the next few turns, your Nation's Geographical Zone will be added to your stats. This will regulate your Harvest Codes (by Zone rather than by Nation) in future turns so that when you have a lousy crop yield so will all your neighbors!

**7. University Rating and Years in Operation:** I've been dragging my feet on this one for a year now. They are to be added to the University Section of the stat sheet. The University Rating is derived from Years in Operation and University Investment.

**8. Sea Trade and International Trade Income:** The international trade system used in this game is not yet what is described in the new 5th Edition Rulebook. I will make some attempts to get this as close as Paradox 3.5 and my programming abilities can allow. Any differences, subtle or otherwise will be described in the *Plate Games Supplement*, which will come out after the 5th Edition Rules.

**Stat Sheet Changes:** As the new Rulebook looms closer, some changes have been effected on the Stat Sheet.

**1. Road Income:** Road Income has been added to the Inter-City.

**2. Regional Spacer Code:** Between your Regional PWB and Regional Resistance Value (RRV) is the Regional Spacer Code. Usually it is an 'I'. If you have a trade center it is an 'I'. Furline region, 'I'. Silk Road or Shining Path region, 'S'. Kind of cute, huh?

**3. Guard Support:** No longer is there Training Support, it is Guard Support that keeps the Guard Unit happy.

### LORDS 10 UNIT CONVERSION

Each point of cavalry and infantry (light or heavy) represents 500 fighting men. A merchant or galley point = 10 ships with 100 men aboard. A siege point = 50 catapults each operated by 10 people. A war elephant point = 50 elephants ridden by mahouts. A field fort point = 5 forts manned by 100 men each. A wall point = 500 men manning many ramparts, towers, & walls. The guard unit = a thousand of your empire's toughest, most gnarly warriors.

### CONTACTING ME

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### TURN COSTS

#### Old World

\$3.50 per turn.

Regular Map Set: \$3.00

11x17 Map Set: \$6.00

Color Maps: \$3.00@

#### New World

\$2.00 per turn

Reg. Mapset: \$2.00

11x17 Mapset: \$4.00

Color Maps: 3.00 @

**Warning:** There is a \$5.00 charge to your account for any returned checks.

### RULES USED IN THIS GAME

This campaign uses the 1994 5th Edition Rulebook even though it has not yet been published. Previously printed Rulebooks, supplements and notes are helpful in explaining some of the Rules concepts. If there is any questions, give me a call, or drop me a note.

**Ordering the Rulebook:** At this time you may order 5th Edition Rulebooks.

Send \$10.00 payable to: Thomas Harlan  
4858 East 2nd Street  
Tucson, AZ 85711-1207.

I've given up trying to project a release date, but I've given up. There is a debate right now over how slick this thing shall be. I've been arguing that we have a quality rulebook out right now that should be available to players NOW, but no one listens to me. The others want a better rulebook, the best. A rulebook should only be as good as the campaigns that follow it - but not better - that only leads to unrealistic expectations. Get This Rulebook Printed NOW!!!

### AFRICA

#### West Africa

**Mercs:** 10mc, 10mi

#### THE AKA'MURRID EMIRATE OF FULANI

Numba Omar, Emir of the Fulani

**DIPLOMACY:** Zaria(a), Ghana(a), Segu(ea)

The Fulani extended their royal road from Mali and the city of Timbuktu to Jenne in Segu. This was a boon to communication and inter-city trade expanded. The cities of Gao, Katsina and Dakar expanded.

#### THE SUPREMACY OF TOGO

Meavis the Irresponsible

**DIPLOMACY:** Asante(ea), Mossi(t), Oyo(f)

With 40,000 foot soldiers, Meavis and his Niete 'friend' attacked and attacked Koyanke. The Koyanke didn't know how to fight so they were all enslaved and enslaved. Meavis liked depopulating whole regions so he did it again. The Sankarani were even greater wusses and were tied up and dragged away, leaving only trees behind. Meavis thought it was all funny. The Niete dude did not. He lost his whole army. The government guys were no happy campers. The level of control over the land continues to fail. There were many who could not take it any more.

#### THE BANTU KINGS OF KONGO

Akashua, King of Ba-Congo

**DIPLOMACY:** none

Akashua counted the number of teeth in the necklaces of his many warriors. There should be ten teeth per man, totaling 505,020. Akashua then went back home and made significant progress with his new wife. Borna, Cabinola and Luanda got bigger.

#### East Africa

**Mercs:** 10mi, 10mw

#### THE GREAT ZIMBABWE

Five Twin Jackal, Immortal Zimbabwe King

**DIPLOMACY:** none

More grazing was accomplished in Rozwi. Five Twin Jackal was in better shape than the current chief descendent, Crane Feller. There were some who wanted increased contact with the outside world, seeing how Zimbabwe agents had visited the distant cites of splendid wealth. The tarmites have complained that their mounds don't get knock over enough.

#### THE BASOKO

Bujet

**DIPLOMACY:** Lamu(a), Burundi(ea)

Bujet went to the out of the way land of Burundi, near Buganda but far from Mogadishu. He offered his sister Nyisa to marry into the chieftain's family. Ide-Bassa and 5000 mercenaries attacked Mombassa when it was clear that the Mombassa would not pay tribute voluntarily. The 5000 Mombassans were poorly led and took out 1500 of the hired man before they submitted. Ide-Bassa had died by then from a battle wound. Mombassa paid tribute to his sergeants, the lack of a national Basoko army was noticed with glee by the gangs in Pundapor.

## THE ZAGWE KINGDOM OF AETHIOPIA

Gunar, Ras Balga, *King of Aethiopia*

DIPLOMACY: none

The Lion's Highway which ascended the Adowa plateau from the Nile Valley, descended from Gondar to the coastal city, Aseb in Danakil. The engineers were real happy - so were some of the merchants. Kerma, Gondar, Asab got bigger. The regional farms were more productive.

## EUROPE

### Western Europe

Merces: 10mhc, 20mc, 10mhi, 10mi

### THE AR ROCH SULTANATE OF IEST

Ar Rod Abu'l Hashim, *Governor of the Vermin Insects*

DIPLOMACY: none

Three youthful Iestian cities got to be more mature. The Rochim were tired of being dirty so they got filthy. None of the Roch leaders wanted to go any Raids for fear that this may kill them. More of Ar Rod's eggs got hatched.

### THE NORDAN KINGDOM OF SAXONIA

Edward II, *King of the Saxons and of the Normans, Count of Blois*

DIPLOMACY: Connaught(f)

Many Saxon cities expanded and were made very pretty. None of these exploded. Then ramparts of Barcelona were no longer needed. The women of Edward's court, his sisters, were married off to country dukes in England. His younger sister, Grace, remains in waiting. A few bandits have found some good hideouts in Auvergne where Saxon control is non-existent.

### THE ALMORAVID EMIRATE OF ANDALUSIA

Walid, *Emir as Sevilla*

DIPLOMACY: Bojador(f)

Walid wallowed wildly with wads of wonderful, wangling wealth. Marwan II was jealous and wondered if his father would ever die, choking on diamonds, or something. So thought the palace staff too as they started throwing away Walid's wagnut collection. Kaldibar and Rahmil made certain that Bojador was ready to receive a colonization to (2A5). Idjil got packed to (2I4). A great portion of the scattered army returned to the king's command post in Andalusia.

### Italy

Merces: 10mhi, 10mi, 5mw

### THE KINGDOM OF LIGURIA

Bakonnio, *King of Liguria*

DIPLOMACY: Commachio(f)

After some years of idleness, King Bakonnio revved into action. His army of 60,000 cavalry and 30,000 infantry encountered the Tarantum force of 36,000 boot lickers, 5000 horse killers and 4000 dog riders. They had just begun a passive siege upon Parma and destroyed it like they did to Ravenna. Bakonnio had them out-numbered and with superior supplies, numbers and knowledge of terrain, trounced the heretics. Only a handful of shock troopers (2500) were slain while all the Tarantum were hacked up or routed. Their wounded king, Vegas, was captured in a briar patch. Vegas was trying to disguise himself as an oversized weasel. The pirate-king was carted to Rome to stand trial. On the way, he was a spectacle, an object of ridicule and contempt.

The Ligurians proceeded onward to Commachio which gladly paid tribute and cheered the late liberators. From the ruins of Ravenna, Bakonnio proceeded with his plan. Loaded onto ships, the force landed in the harbor of San Fernando, captured the city in siege. The ill-fated city was sack and burned. After a good looting session of the countryside of Puglia and Salentina, Tarantum was captured in a brief siege. What few supporters of Vegas' pirate regime that were left surrendered. Bakonnio didn't have enough time to put the city to the sack. The torches are unlit.

### THE ROMAN CATHOLIC CHURCH

Lucius IV, *Bishop of Rome, Vicar of Christ, Servant of the Servants of God, Supreme Pontiff on the Universal Church*

DIPLOMACY: none

Pope Pius IV died in Rome in 1315. His successor, Lucius IV thanked all who came out to support the Papal cause. Some 47,000 Thaerian crusaders are now in Latium awaiting orders.

### THE PRINCIPALITY OF SPOLETO

Giuliano di Sabini, *Prince of Spoleto, Defender of the Faith*

DIPLOMACY: Matese(c)

The Spoleti shipped some grain to relieve the hunger of the Romans. But little was done to prevent disaster at home. Some new farms tilled in the region but not enough to handle the expansion of Pisa. Lord Lorenzo returned the army to Umbria and were ready to defend the land against the Tarantum. The bowmakers of Arezzo have devised a crossbow with a windlass which can make the quarrels pierce armor.

## THE EMPIRE OF TARANTUM

The Taranti gutted and torched Ravenna and then marched up the road to Parma to do likewise. In Emeliano, they were stopped by the Ligurians. Vegas was captured after a battle. His son Julian with 60 ships attempted to invade Cyprus, a Byzantion island. The Nikephorian navy roasted them alive with Greek Fire. The meat eating fish of the Eastern Mediterranean were happy fish indeed (at the least the ones that like cooked meat).

The Ligurians that defeated Vegas landed and looted Puglia and destroyed San Fernando. They then occupied Salentina. Without leadership or anything, the Tarantum Despotate was abolished. Matese, Calabria, Basilicata, Bari and Apulia are neutral now. In his jail cellar in Rome, Vegas ranted:

"Recent actions by my former allies caused them to reveal their true nature. They are nothing but cowardly, backstabbing weasels without the guts to finish what they have started. Enough! Tarantum refuses to obey the commands of bakalava eating, ouzo-swilling meatheads. War is declared!"

Guards quickly stuffed cloth in his mouth so to not annoy the old ladies who like to feed the Vatican pigeons.

### Eastern Europe

Merces: 30mc, 10mi

### THE NORDIK KINGDOM OF THAERY

Gerhard, *King of the Danes*

DIPLOMACY: Pereaasiav(fa)

The Thaeri expanded their outpost cities, Vigo and Pottava and Stockholm. Oslo, however, was left in poor shape. David Askeng marched the crusaders through Frankon lands to Italy where some Tarantum people can still be fought. The cities of the Nordik Kingdom got real clean. The rats are contemplating a strike.

### THE KINGDOM OF FRANCA

Ekhart II, *Panarch of Francia*

DIPLOMACY: none

The Francians paid off debts to Jewry and Poles. Then using what was left, a royal road was built. It extended from München, Bavaria, to Carinthia to Wyst in Giulia. A few links in the high passes of the Australian Alps were left to be completed. Herr Galt and his forces stayed in Austria and were bored. There were some who wanted to overthrow Ekhart II. Ekhart II's wife gave birth to twin boys. Since they were identical, neither he nor his wife could not tell them apart. The workshops of München were quick to pick up on this winding crossbow idea.

### THE GRAND PRINCIPALITY OF WARSAW

Volazam IV, *Grand Prince of Warsaw*

DIPLOMACY: Kiev(nt), Lithuania(f)

The Warsaw Prince demanded that all the teenagers of the Principate be conscripted to become toilers on boats. There was much grumbling and carrying-on. Boleslav's approval rating dropped twenty points. The new cogs were placed on coastal trade but capacity had been quickly reached. The remainder (the ones with the teenagers) were left dry-docked in the port of Warsaw. Boleslav was lynched by a mob of angry parents in 1315. Boleslav's son, Volazam, himself a teenager understands his peers plight. Before he was crowned king, he was chained to an anchored boat along with hundreds of other kids. There will be severe penalties to countries who engage in Mass Conscription in peaceful times.

Bochnia's gotten to be a great place to milk your cows in. The Poles got Kiev back.

### THE PRINCIPALITY OF NOVGOROD

Sergey the Severski, *Prince of Novgorod*

DIPLOMACY: Kaluga(a)

That darn Tver port city, Vitebsk, became an official port city. It was a pale consolation to a thin, stretched to the rack and harried government bureaucracy. Sergey's stress level really got high trying to keep the south from revolting. With the rivers, they stayed.

### THE KAMA BOLGAR STATE

Hasfi, *Emir of Great Bolgar*

DIPLOMACY: Donets(nt), Urkel(nt)

Hasfi sat around ignoring everyone who wanted more cities, expanded cities, ugly buildings and greater trash heaps. Hunzai found his troopers in the river.

## ASIA

### The Middle East

Merces: 10mhc, 10mc, 10mhi, 10mi, 5ms

### THE NIKEPHORIAN EMPIRE OF BYZANTION

Nicaphorus IX, *Eastern Roman Emperor, Basileus of Constantinople*

DIPLOMACY: Paphlagonia(f)

The sneaky Eastern Empire got to expand six of their cities and included walls for the bargain. The cites then got scrubbed up real good by muscled men. The grime that was found on the walking stones were finally removed. Old

Conor of the Sea died and so did Old Leo of the Sea. The Emperor had a barbecue off the coast of Cyprus.

### THE ÜMLOT HORDE

Frank, *KhaKhan of the Wild Country, Hoarder of Ornithopers*

DIPLOMACY: Scorpion Tribe(f)

Dawlus was seen as a weak khan and was killed. His murderer was the more dangerous Frank. The Ümlot treasure is running out.

### THE ALANNI HORDE

Murgal the White, *Khajan of the Alans*

DIPLOMACY: Ongorut Tribe(f)

Like the Gurban before them, the Alanni tried to talk some sense into the Mongols. The Mongols weren't interested but didn't pound the snot out of Murgal the White. The White Terror's time is running out. He may never get a chance to sack and plunder civilization.

### THE DAR AL ISLAM - ARBILIQ CALIPHATE

Ad Mustaras, *Kalifat Rasul Allah, Commander of the Faithful*

DIPLOMACY: none

Samarra, Acre and Antioch were the lucky Arab cities that got the city expansion plans. Then, trade with rich nations was expanded. The coasts and rivers could use a little more volume in trade. The Caliph raced his camel corps around the walls of Baghdad to boost morale. Captain Sula's catapult unit stormed many abandoned Roman castles to pass the time. The captain of the warships in Aleppo died of scurvy.

### THE SHAHDOM OF PARTHIA

Arsoces II, *Shah of Parthia, Emir of Merv, Archon of Bactria*

DIPLOMACY: none

Arsoces' forces were scattered all over the Parthian realm.

### THE GHORID SULTANATE OF AFGHANISTAN

Omar, *Sultan of Afghans*

DIPLOMACY: Turan(f)

Arsian even as he got more and more sick was able to sire some children. The eldest of these, 3 year old Omar, became the new chief when Arisian died. The regency has proven to be good administrators. It is now possible to reach into Ferghana (another leader has been lost up there).

### India

Merca: 10mwe, 10mhc, 10mc, 10mi, 5ms

### IE HARAYUK RAJPUT EMPIRE

Harayuk Beljanapala, *Khan of Khans, Master of Kaunaj*

DIPLOMACY: Bihar(a)

Sumak and his elderly lieutenants died in 1315. Since the new Khan, Beljanapala, was too young at this time, a regency was called up to rule in his name. And all this happened when the Araiik became civilized. Being such, they have become more Indianized. The Tatar Araiik have become Harayuk in Injah. The warriors of Harayuk have been accepted as one of the main clans of the Rajput caste.

### THE CHALUKYA MANDALAM

Dharmapala, *The Great Muta*

DIPLOMACY: none

Ten cities grew: Gunter, Cochinor, Kalyani, Golden Portals, Surat, Tangore, Banavani, Polonarva, Gobliguk and Nils. All the walls were rebuilt to encompass the expanded urban space. Many military men were retired to allow for the economic expansion. The imperial designs of the House of Chaluk may have to be scrapped. As Dharmapala was bedridden for a week, there were two camps that squabble over the succession. One group backed the designated heir, Govinda the Motorhead, a brother of Dharmapala. Others wanted Dharmapala's little son, Dantidurga, elevated.

### THE RASTRAKUTA EMPIRE

Faraja, *Emperor of Manyakheta*

DIPLOMACY: none

No one picked on the small Rasttrakuta. Faraja replaced his deceased dad. There was some demand for more trade and cleaner cities.

### THE JADE KINGDOM OF TIBET

Ingran, *King of Lhasa*

DIPLOMACY: Amdo Tsho(f)

The King of Tibet returned home from a strange adventure in Vietnam. He had found his kingdom restless and riotous. He solved the problem by expanding his army and Lhasa. A new city, Amdo, was built in Amdo Tsho.

### South-East Asia

Merca: 5mwe, 5mc, 10mhi, 20mi, 10mw

### THE KINGDOM OF PAGAN

Namrangsam, *King of Pagan, Maharaja Myanmar*

DIPLOMACY: none

The forces of Pagan were ready to go into battle. The farmers want them to make dams, canals and terraces. The citizens of Pagan are a little peeved that Fido is a more important town.

### THE AQUARIUM OF JAVA

Marlinimsutra, *King of the Spice Islands*

DIPLOMACY: Timor(n)

When their leader died, Timor went away. The Timorese didn't want to be apart of the Aquarium. The Chalukya route's redundant ships were put on fishing. The lack of an active navy has begun to worry some citizen.

### China

Merca: 5mahc, 5mhc, 10mehi, 10mei, 10mew

### THE DAI VIET GUO

Pang Vandiem, *Wang Dai Viet*

DIPLOMACY: no effect

The cities of Vietnam grew to large size. The food prices still went up despite the increase reserves. The flies and odor that floated above each town were no longer a problem in many of these places, unless you are a fly or if you are an odor. Because of hypnotic problems, Hiep's strange, bald visitor was let go. The wizard was given some gold and a note asking for better relations between Vietnam and Tibet. The illness Hiep got killed him in 1315. His son, Vandiem, was crowned at the age of 22.

### THE HIDDEN DRAGON OF CHEKIANG

Quan Ungzhang, *Celestial King of Chekiang*

DIPLOMACY: no effect

Eight cities were expanded. Nine cities got more paved streets and canals. And then, the food prices in the Dragon's Kingdom rose sharply. Good thing there was no famine. A trade fleet from Souchou brought Chinese goods to Silla where the Japanese who want contact with the outside world have settled. In 1315, joining all the other dead kings this turn, the long lived Quan Ciwou passed on to the next world. His grandson's Ungzhang ascension was contested by the children of Chaguai, Bergan and Qerbei. They were supported by Quai Cuai, commander of the navy. Before there was any street fighting, Quai was murdered by a pro-Ungzhang vagabond. The Chaguaites fled to Luzon. Luzon and Fuchien rebelled. The rest of the Empire supported the new Emperor.

### THE CIAO CHINESE KINGDOM

Quo Yu

DIPLOMACY: none

The wall breaches in Pei Huang were fixed up by overworked government officials. Quanguang was impressed. But then his skull was caved in by Quo Moi who had stormed the capital. The new king had gained the loyalty of most of the fighting men. The usurper was opposed by Xuai Wiu but he wasn't a good commander. Xuai' Wiu's force of 55,000 cavalry and 5000 infantry were chewed up by Quo Moi and Filing's forces of 70,000 cavalry and 3000 infantry. Quo Moi lost 18,000 lives in the affair. This new king is Chinese, not barbarian, and founded a Chinese dynasty - the Ciao. Quo Moi died in 1315 and his young son, Quo Yu, took over. Yen and Shangtung had rebelled.

There is demand, like in all far east countries, for more farms. Trade contact is not very good in the Ciao Kingdom either.

### THE GURVAN ZU OF GOBI

Burkhan Lagog-ar

DIPLOMACY: The Sihan Dol people(a)

Bachia-Jia had a plan: go up into the north and talk to the Mongols. If he got the Mongols to join him, he'd become the Great Khan. At the shores of Lake "Baikal, the Mongols told him to buzz off. The Tatars of Kajar were more interested. They joined the Gurban hoet, until Bachia-Jia died. Bachia-Jia had no good heir and the Sihan Dol chief was too stupid. Both the Kerait and the Tatars left the Gurban while they chose a new leader. It was the mediocre Lagog-ar who emerged.

### THE NEW PROTECTORATE OF SILLA

Yixo Fok

DIPLOMACY: none

Yixo Fok found that everyone wanted to trade with his little country. He thought Silla was going to be squished or something.

## The Pacific Rim

Merce: 10mhi, 10mi, 10mw

### THE AMAGO SHOGUNATE

Tenno Fushimi, *81st Emperor of Nihon, Descendent of Amaterasu*  
 Amago Michitaju, *Boss of Shimane, Shogun of Japan*  
 DIPLOMACY: Toyama(f), Nigata(f), Hokkaido(nt)

The Japanese concentrated on internal economy. Sou, Yonago, Ketteenharo, Edo expanded. New cities were built. In Shikoku, Kozukura, a port. The port city of Takinawa forces the Tsugara Strait in Toyama. Also a city has been promised for Hokkaido, a land inhabited by hairballs. Emperor Tenno Fushimi has spoken out against the trade isolation.

### THE EMPIRE OF THE STORM

Sunlight that shines upon the Moon, *Storm King, Emperor of the Middle Kingdom*  
 DIPLOMACY: none

The Empire built the newest city, Waverider, in the land of Akaroa. Since cities on non-island land regions can only face one sea zone, it was made to face the Cooke Strait. The bloated government was cut down which cheered the people

### THE AKETTA IMPERIUM

Kagagor, *Sorcerer-King of the Aketta*  
 DIPLOMACY: Ayr(c), Pechua(nt)

The Aketta forces expanded deterred the bandits from getting too bold. Kagagor, knapsack over his shoulder, had some meetings with the bands along the east coast. They were too far away from Kadinah to care.

## The NEW WORLD

### The Grand Massif

Merce: 10mi

#### MERCAIN

Melcoom  
 DIPLOMACY: none

The Old Man built his eighth city, Clyde, a port in Pennacook. He had hoped his efforts to relieve his lieutenants with a more efficient infrastructure would some day come through.

#### THE CHOWAN SUPREMACY

Taget, *Chief of Chowan*  
 DIPLOMACY: none

Marshal Taget picked up 3500 heavy infantry, 22,000 regulars plus 3500 mostly heavy Cheraw fighters and went on a warpath from Creek. They attacked Chatot and pacified it. No Atakapans responded to the threat to their own country. Choctaw and Biloxi were easily pacified. Then Taget and the Cheraw crossed the Great Snake and occupied Atakapa. A standing garrison of 14,000 braves had to be defeated but they were badly led. The Cheraw chief died in the slaughter but his son took his place. Atakapa's capital fell and there was turmoil in what was left. The fall of the great Atakapa puffed up Taget's ego. Because King Geshmala was too far away, Taget proclaimed himself the King of Chowan. The Catawbans liked the idea. And the conquered territories plus Creek, Cheraw and Chowan fell into Taget's line of control. Choctaw is now a 2 GPv region.

In a mere week, Geshmala became a rebel of his own nation. Some people still supported the man. Mohawk, Delaware, Choctaw and Catawba were still loyal to the old regime. The Santee ally has become neutral.

#### THE MANHATTAN COMPACT

Geshmala, *ex-Chief of Chowan*  
 DIPLOMACY: Mohawk(h)

Geshmala and his family settled at the Big Potato. He wonders if he can stop Taget.

#### THE HOPEWELL CULTURE

Black Lynx  
 DIPLOMACY: Chickasaw(f), Saginaw(nt), Muskogon(c), Potawatomi(c), Wenro(nt)

The Hopewell got some support from Atakapa in order to build up a few plots of land. Black Lynx wants another city in his country.

#### WYOMING

Lake Hawk  
 DIPLOMACY: Fox(a), Sauk(f), Noquet(ea)

The Wyoming king was more confident for the future. The exile from the mountains has been good for Wyoming.

#### CADDO (formerly ATAKAPA)

Amiber  
 DIPLOMACY: Caddo(h)

The Chowan invasion destroyed the Atakapa nation. Cictindu was able to salvage much of the nation. Only Osage and Muskogee rebelled. Yamasee's

still there, but Kolomoki is isolated. Cictindu died in Simplex, his new capital, just north of Atakapa. His son who had kept Michigamea loyal is now the head chief.

## The Rocky Sierra Cordillera

Merce: 15mi

#### MANITOWISH

White Rain  
 DIPLOMACY: none

Wood Drift died in 1315. White Rain was to take over but the country wanted Snowy Rine to be the big leader. White Rain wouldn't allow that and drowned his younger brother. Timishian revolted.

#### THE ASSOCIATION OF ACORN GROWERS OF NAPA

Stockton the Babbler, *Chief of the Miwuk*  
 DIPLOMACY: none

There were more farms in Napa land. Stockton reviewed his army and figured he could afford a larger one.

#### THE POPOCELOTL KINGDOM

Lecuti II  
 DIPLOMACY: Yaqui(ea), Chiricaua(f), Mogollon(nt)

Lecuti with 12,000 men attacked and pacified neutral Tarahumar. Along with Mogollon, the southern frontier was pushed up to the desolate lands of the Eastern Sierra Madres.

#### OAXACA

Nauhyotzin, who imagines the existence of port cities where there is none  
 DIPLOMACY: Tepuztec(a)

The Oaxaca government wanted to move but they couldn't. There was no new city in Totonac or anywhere else to move to.

#### PANAMA

The Panama nation dissolved with the death of Chief Mendzi. Lenca, Nicarao, Guayami and Boruca have become neutral.

## South America

Merce: 15mi

#### PARAIBA

Uianku  
 DIPLOMACY: none

Itacare was colonized to 2 GPv. The old chief Uianku was quite healthy and spent all his alert time making sure distant regions like Camopi remained under his control.

#### TUPINAMBA

Winky Dink  
 DIPLOMACY: no effort

A port fortress, Fort Iguape, was built a few miles south of Iguape itself. Gifts of cocoa bunny effigies and cooked birds eggs were gladly accepted by the Heta tribal council. Pinknose died and the lack of a heir of age to take over led to a dynastic collapse. Winky Dink, a lieutenant, overthrew the Hare family so that is own Star clan can become rulers. The claim on Heta was then lost, and the army there escaped back to Tupinamba. Winky was a weak king. He was unable to effectively govern distant territories. But Tupinamba is still a small country and this problem wasn't that bad.

#### THE INKA EMPIRE, an essential part of your daily Breakfast

Coxcomb III, *protector of many crunchy grains and nuts*  
 DIPLOMACY: Caranga(a), Moquequa(fa), Cayapa(nt)

The region names of Uru and Ataura were switched back to their original places. Huari and Ataura was confirmed as the capital city of Inka. Three cities expanded: Tiwanaku, City and Huari. New cities were built. Biggmix in Moquequa whose port was to face the Angamos. In Caranga, Nogerz was founded. Many new farmlands were built because the Inka have of late, suffered from famine.

#### MAPUCHE

Gutfod II  
 DIPLOMACY: none  
 The Mapuche feet are resting.

# ISI RANKS of Campaign 10 as of A.D. 1315

brackets around name indicate delinquent payment

Rk	Country	MSI	ITV	Player	Phone #
<b>Lords of the Earth</b>					
	Norman Saxonia	324	49	Bill Rakowski	410-483-9635
2	Nilephorion Empire	262	37	Kurt Fangmeier	602-326-8267
3	Islam	227	29	David Salter	714-726-6032
4	West North Africa	208	29	Wilson Hsieh	617-864-9319
<b>Emperors</b>					
5	Chokiang Dragon	196	34	Bret Bruhn	503-623-8823
6	Aethiopia	190	33	Charles Hickok	717-599-5603
7	Almoravid Andalus	161	22	Michael Work	412-441-6159
8	Liguria	158	23	Mike Kruger	602-326-8267
9	Francia	153	16	Ed Allen	213-666-8702
10	Chalukya Raj	153	24	Jim Frediani	707-942-5201
<b>Monarchs</b>					
11	Nordik Thaery	131	18	Miljenko Mervic	610-783-6187
12	Harayuk Kaunaj	127	17	Robert Kohn	909-787-7781
13	Great Warsaw	125	14	Dean don Arumo	409-291-9324
14	Vietnam	125	28	Warren Bruhn	916-757-1874
15	Parthia	122	15	Sean Padden	217-332-4794
16	Roman Catholic Church	118	6	Thom Rynn	206-752-3923
17	Ciao Cathay	116	16	Jeremy Shorr	214-231-8756
18	Java	111	30	Darin Byrne	602-431-8660
19	Amago Shogunate	103	17	Mike Lang	arizona
20	Kingdom of Pagan	101	16	Chuck Monson	206-522-1779
<b>Kings</b>					
21	Futani	89	13	John Bogan	516-598-1989
22	Ghurid Sultanate	84	9	John Schmid	412-441-6159
23	Alanni Horde	81	1	Sean Byrne	602-431-8660
24	Inka	74	8	Steve Cameron	215-352-3126
25	Bantu Congo	71	11	Ted Kaminski	608-253-7671
26	Lombardic Spoleto	68	8	Adam Sherman	206-813-9488
27	Novgorod	66	10	Dennis Doubek	602-820-4314
28	Great Zimbabwe	60	9	Jack Wagner	602-890-0395
29	Gurvan Horde	59	0	Sam Ullmann	412-683-3349
30	Kama Bolgar	52	5	Kyong Kwon	206-941-5229
31	Umlots	50	0	Dave Pettit	602-966-4727
<b>Dukes</b>					
32	Oaxaca	49	3	George Shrake	arizona
33	Togo	44	7	David Voss	619-386-3960
34	Rastrakuta Empire	41	6	Charles McGovern	206-329-9311
35	Miwok Napa	40	4	Ed Peterman	619-579-5244
36	Manitowish	40	4	Ted Kaminski	608-253-6201
37	Mercain	38	4	Deryl Kohlhoff	608-356-3279
38	Smoke Jaguars	38	3	John Millsaps	801-484-7429
39	Paraiba	35	2	Mike Work	412-441-6159
40	Tibet, Land of Jade	31	3	confidential	
41	Empire of the Storm	31	4	Quien Liuang	arizona
42	Tupinamba	30	2	Terry Teelin	608-356-6837
<b>Counts</b>					
43	Mapuche	28	2	Mike Gibson	310-793-0223
44	Aketa Imperium	27	4	Masami Hamasu	japan
45	Hopewell	25	1	Bob Nardone	302-836-2978
46	Caddo	24	2	John Schmid	412-441-6159
47	Basoko	24	3	Chris Wayne	505-883-8727
48	Chowan	21	2	[Scott Chatham]	406-756-3422
49	Lakes Wyoming	21	2	open	
50	Manhattan	13	1	open	
51	Sifa Protectorate	13	1	open	
X	The Gamemaster			Thad Plate	602-952-8929